

## FLIPMODE 3D ([HTTP://FLIPMODE3D.COM/](http://flipmode3d.com/))

... therefore in fierce tempest is he coming, in thunder and in earthquake, like a jove, that, if requiring fail, he will compel.



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## Speed Render Stages Info

This set includes

- Five "platforms" for your characters
- Three skyboxes & light sets (Day, Dusk, Night), providing full scene coverage
- Two pillars, with (re-) moveable shackles

You'll find the preloads under

Poser Formats/Props (Lights)/FM\_SRS/FMSRS01

Everything DAZ Studio loads automatically, no need to apply materials or something.

### What is a skybox?

If you want to know more about skyboxes please refer to the "Easy Environments" page here:

[Easy Environments & Skybox Info \(http://flipmode3d.com/easy-environments/\)](http://flipmode3d.com/easy-environments/)

### Camera Tip

If you want to capture more of the environment (skybox) use wide camera angles.

It makes little difference to the foreground objects (figures, parts of the platforms) but nicely adds to the feeling of scale.

I liked to use focal length at about 55 or less.

### Lighting Tips

The included lighting is built with directional lights, a sun (casting the shadows) and three ambient lights. Amb 1+3 are the "sides", Amb 2 is on the opposite of the sun.

To brighten up the scene upping the ambience is usually more efficient than the sun.

Adding a soft spotlight (no shadows needed) might work well to highlight your characters.

### The glow on the scifi platforms

You can easily change the color of the glowing parts by changing the ambient color of the materials. On srs05 the DS preview may look funny because it colors the whole object, but the render will look correct.

